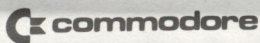


HARBOUR ATTACK



HARBOUR ATTACK

SETTING UP

Read all instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE 64.

Before switching on, check that your Commodore Cassette Unit is correctly plugged in and ready for use. Insert the joystick into Control Port 2. Ensure that the cassette unit is kept as far away as possible from the TV. Now switch on both your COMMODORE 64 and TV and turn up the volume. The screen will display the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the COMMODORE 64 off then on again before loading a new program. This clears all the memory locations and minimises load errors.

HOW TO LOAD THE PROGRAM

1. Insert the cassette into the cassette unit.
2. Ensure that the tape is fully rewound to the beginning.
3. Hold down the SHIFT key and press the RUN/STOP key on the computer.
4. Press PLAY on the cassette unit (the screen will go blank).
5. When the program has been "found" the screen will redisplay.
6. Press the Commodore Logo Key (the screen will again go blank).
7. After approximately 7 minutes, loading is complete and the title screen is displayed.

DESCRIPTION

Captain your submarine through dangerous waters to reach the enemy port then destroy their cargo ship. Among the many obstacles you must avoid are mines, submarine nets, and giant squids.

HOW TO PLAY THE GAME

Stage One

Press the FIRE button to start the game. To complete the first stage of your mission you must use the joystick to guide your vessel through the submarine nets. You must not touch the nets or the mines which are between them. You cannot reverse your submarine, however you may pause at any point to let a mine pass by. You must negotiate this stage of the game before your limited air supply runs out. Your submarine cannot travel at too great a depth or it will be crushed by the pressure of the water. The safe maximum depth is indicated by the white strip at the top of the screen and your actual depth is shown next to it.

Stage Two

The next stage of the mission is one of survival. Enemy ships and aeroplanes try to bomb you out of the water. The ships drop depth charges which you must avoid, and when you rise to the surface they fire torpedoes at you and the aeroplanes drop bombs on you. In

addition there are giant squids living in the water which destroy your vessel if they come in contact with it. Shoot the squids with torpedoes using the FIRE button. Rise to the surface and shoot torpedoes at the ships and missiles at the aeroplanes in the same manner. Your weapons have a limited range so you must fire when quite close to the ships in order to have any effect. To fire at the aeroplanes you must push the joystick forward as you press the FIRE button. Your air supply is limited, so you must keep returning to the surface in order to replenish it. If you fail to do so you will be destroyed when the air supply runs out.

Stage Three

To complete your mission you must destroy the cargo ship which is sailing into port. The front of your submarine can be seen at the bottom of the screen as barges float back and forth between you and your target. Position your vessel then fire between the barges to destroy the ship. You may steer the missile onto the target using the joystick.

Notes

You have 5 submarines to locate and destroy the target. If a submarine is lost it is replaced by another at the same stage of the mission. If you succeed in your task you are then sent to attack a more heavily fortified port. The game may be halted and re-started at any time using the F1 key.